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Application No. : 10/650,423
Applicants : Peter R. Anderson *et al.*
Filed : August 28, 2003
Title : Gaming Machine Having Manufacturer-Limited Parameter
Values Selectable By An Operator During Gaming Machine
Set-Up
TC/A.U. : 3713
Examiner : Ross A. Williams
Docket No. : 47079-00232USPT
Customer No. : 30223

Proposed Date of Interview: April 26, 2007 – 9:00 a.m. (eastern time)

Draft of Proposed Amendments for Claims 1, 6-7, 16, 22, 27 and Are for Discussion
Purposes Only

1. (Presently Amended) A method for configuring a gaming machine via an interactive configuration screen, the method comprising:
 - displaying a first plurality of maximum pay line values for a single game theme;
 - detecting operator selection of a first maximum pay line value from the first plurality of maximum pay line values;
 - displaying a second plurality of maximum pay line values for the single game theme responsive to the operator selection of the first maximum pay line value, the second plurality of maximum pay line values being different than the first plurality of maximum pay line values;
 - detecting operator selection of a second maximum pay line value from the second plurality of maximum pay line values; and
 - configuring game play of the gaming machine based on the first maximum pay line value and based on the second maximum pay line value.
6. (Cancelled).

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7. (Presently Amended) A method for operator selection of manufacturer-limited game configuration values for single-themed game play on a gaming machine, the gaming machine including a video display for displaying an interactive configuration screen, the method comprising:

detecting operator selection of a first game denomination value from a plurality of game denomination values displayed on the interactive configuration screen;

in response to detecting operator selection of the first game denomination value, displaying a first plurality of different manufacturer-limited game configuration values;

detecting operator selection of a first manufacturer-limited game configuration value from the first plurality;

detecting operator selection of a second game denomination value from the plurality of game denomination values;

in response to detecting operator selection of the second game denomination value, displaying a second plurality of different manufacturer-limited game configuration values different than said first plurality of different manufacturer-limited game configuration values;

detecting selection of a second manufacturer-limited game configuration value from the second plurality; and

configuring game play based on the first manufacturer-limited game configuration value and based on the second manufacturer-limited game configuration value.

16. (Presently Amended) A gaming machine for single theme game play comprising:
a video display;
a plurality of mechanical buttons selectable by a player during game play; and

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a controller operatively coupled to the video display and the plurality of mechanical buttons, the controller comprising a processor and a memory coupled to the processor, the controller being programmed to:

display a first plurality of maximum pay line values on the video display,

detect operator selection of a first maximum pay line value from the first plurality of maximum pay line values,

display a second plurality of maximum pay line values on the video display

responsive to the selection of the first maximum pay line value, the second plurality of maximum pay line values being different than the first plurality of maximum pay line values,

detect operator selection of a second maximum pay line value from the second plurality of maximum pay line values, and

configure single theme game play of the gaming machine based on the first maximum pay line value and based on the second maximum pay line value.

22. (Presently Amended) A method for configuring a gaming machine via an interactive configuration screen, the method comprising:

displaying a first plurality of different math models for a single game theme of the gaming machine, the first plurality of different math models having substantially the same payback percentage values;

receiving a first selection from an operator of a first math model from the first plurality of different math models;

displaying, responsive to the receiving of the first selection of the first math model, a second plurality of different math models for the single game theme, said second plurality of

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different math models for the single game theme being different from the first plurality of different math models, each of the second plurality of different math models having substantially the same payback percentage values as the remaining ones of the second plurality of different math models, the second plurality of different math models including respective different maximum pay line values;

receiving a second selection from the operator of a second math model from the second plurality of different math models; and

configuring game play of the gaming machine based on the first selection and on the second selection.

27. (Presently Amended) A gaming machine comprising:

a video display;

a plurality of mechanical buttons selectable by a player during game play; and

a controller operatively coupled to the video display and the plurality of mechanical buttons, the controller comprising a processor and a memory coupled to the processor, the controller being programmed to

display a first plurality of different math models for a single game theme of the gaming machine, the first plurality of different math models having substantially the same payback percentage values,

receive a first selection from an operator of a first math model from the first plurality of different math models,

display, responsive to the receiving of the first selection of the first math model, a second plurality of different math models for the single game theme, said second plurality of different

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math models for the single game theme being different from the first plurality of different math models, each of the second plurality of different math models having substantially the same payback percentage values as the remaining ones of the second plurality of different math models, the second plurality of different math models including respective different maximum pay line values,

receive a second selection from the operator of a second math model from the second plurality of different math models, and

configure game play of the gaming machine based on the first selection and on the second selection

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